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INTRODUCTION

In war, no one fights alone. From the fields of France to the Volga River—from the smallest squads dropped behind enemy lines, to the massive divisions that won the war on multiple fronts—the soldiers of the Allied Forces stopped the German Army by standing and fighting together, side by side.

In Call of Duty™, you get to fight alongside your brothers-in-arms as history comes alive. In momentous battles from D-Day to Stalingrad, you'll find yourself in incredibly real terrain, caught in breathtaking life and death combat. You'll fight as American and British paratroopers and as a young Russian soldier conscripted into the Soviet Army. Whether cut off in a village in Normandy, battling to re-take Red Square, boarding and sinking a German battleship, speeding down German-held roads or rescuing Allied officers from a German stronghold, the dangers are more than any one soldier can overcome. To make it through, you'll need your buddies around you, and they'll need you. That's what war is about, and it's what Call of Duty™ is all about.

INSTALLATION

Insert Disc One of Call of Duty™ into your CD-ROM drive. After a few seconds, the splash screen will appear. Click **Install** to begin the installation process and then follow the on-screen instructions.

If the splash screen does not appear, you may have Autorun disabled. Double-click on the **My Computer** icon on your desktop. Open the CD-ROM drive with the Call of Duty™ CD inserted. Double-click on **Setup.exe** to launch the Start screen.
If you need more information, consult the help files.

Enter CD Key

The Installer will prompt you to enter a CD key. You must have a valid CD key in order to continue the installation process and play Call of Duty™. Your unique CD key is affixed to the game's jewel case. When prompted, enter the CD key as it appears on the jewel case. It's important that you observe the following guidelines to insure the privacy of your CD key:

- Keep your CD key in a safe, private place in case you need to reinstall your game at a later point.
- Players with invalid CD keys will not be permitted to join multiplayer games, so be sure to enter it correctly as it appears on the jewel case.

No one from either Activision® or Infinity Ward™ will ever ask you for your CD key (in game, on message boards or in chat rooms). Never give it out to anyone! If you lose your CD key, you will not be issued another one.

Latest Information

You will find the latest information about the game in the Readme file on the game disc. Select **Readme** from the Start screen or select **Support** on the splash screen then select **Readme** to view this information. If you are having problems installing or playing the game, you will also find assistance in the Help files section of the Start screen.

THE SINGLE PLAYER GAME

In the single player campaigns of the game, you play as an Allied soldier deep in the thick of some of the fiercest combat of the Second World War. The success of your squad, the completion of your mission and your very survival will depend on how well you move, how well you shoot and, perhaps most importantly, how well you keep your wits about you.

To begin a single player game, select **Play Call of Duty™ Single Player** from the Call of Duty™ folder contained in the Programs section of the Windows® Start Menu.

MAIN MENU

After you view the introductory movies, the game's Main Menu will appear. From this menu you can launch new games, resume games in progress, switch to the Multiplayer portion of Call of Duty™ or access the configuration options.

Resume Game – Load the last game you saved so you can continue your progress through the campaigns. This option is displayed only after starting a mission.

New Game – Launch a new Call of Duty™ game from the beginning of the first campaign. After selecting New Game, choose your difficulty level from one of the four options available.

Load Game – Load any games you have saved. When you reach the load/save menu, select the game name in the box on the left side of your screen and then click on the word Load.

Multiplayer – Launch the multiplayer component of Call of Duty™ where you can join or create multiplayer servers via LAN or Internet.

Options – Configure your controls and adjust audio/video quality and performance settings. Click on the sub-sections on the right side of the screen to see a new set of adjustable options on the left hand side of the screen. Click on a setting to change it.

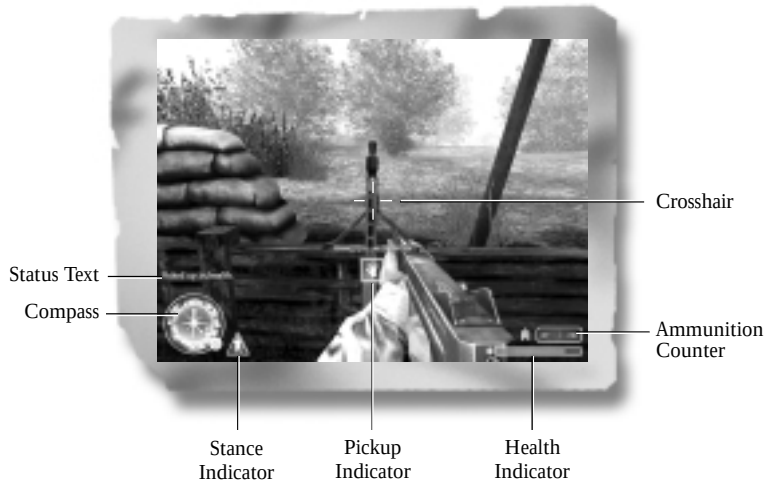
Credits – View the in-game credits sequence.

Quit – Exit the game and return to the desktop.

PLAYING THE GAME

Each mission's briefing will provide crucial information about the setting, objectives, opportunities and potential obstacles you'll encounter. This information will take the form of personal journal entries or communiqués from your superiors. Study them closely before entering the mission. The information they contain could save your life.

In-Game Display



Compass – The compass is useful for helping you navigate your surroundings and for getting your bearings. In addition to showing you which direction you're facing, it also shows you the location of Allies in your vicinity (green arrows) and the location of your current objective (a golden star).

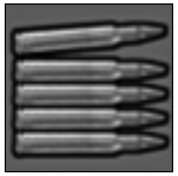
Stance Indicator – The triangle-shaped icon shows you what your current stance is in the game. The icon will change from standing to crouching to prone, depending on the stance you choose.

Status Text – Throughout the game, updates appear here including changes in mission objectives, picking up health and other alerts.

Ammunition Counter – The box in the lower right-hand section of the screen is your ammunition counter. The first number indicates how many rounds are in your current weapon's clip. The second number indicates your total number of rounds.

Health Bar – This bar indicates your current health status. A full green bar indicates full health. The bar reduces in size and changes color along the spectrum from green to red as you lose health.

Crosshair – Use your crosshair to aim your weapon at your enemies. When you run or walk, your crosshair will widen, indicating the lack of accuracy that comes from attempting to aim while moving. The wider the crosshair, the less accurate your shots. When you stop moving, you automatically steady your weapon and your crosshair narrows. It is often wisest to fire when completely stopped to ensure accurate shots (and enable you to conserve ammo). Crouching or lying prone also keeps your crosshair focused, and it is advisable to use these positions whenever possible. Your crosshair will change when you encounter interactive objects. If you move your crosshair over an ally who is close to you, you will see your crosshair change to the image of a person. Press the **Use** key (default: F) to ask individuals to move out of your line of sight.



Pickup Indicator – This indicator appears when there is an item you can pick up, be it a health kit, secret documents or a new weapon. In order to pick up the desired item, press your **Use** key (default: F). In the case of a new weapon (or ammunition for your current arsenal), you must press and hold the **Use** key.

MOVEMENT CONTROLS

The default movement keys are as follows:

Command	Default Key	Description
Forward	W	Walk forward.
Backpedal	S	Walk backward.
Move Left	A	Sidestep to the left.
Move Right	D	Sidestep to the right.
Lean Left	Q	Lean to the left around corners to minimize your exposure.
Lean Right	E	Lean to the right around corners to minimize your exposure.
Stand/Jump	Spacebar	Stand upright from either the crouching or prone position.
Go to Crouch	C	Crouch from either the standing or prone position.
Go to Prone	CTRL	Lie prone from either the standing or crouched position.
Jump/Stance Up	Unbound	Jump (when already standing) or move up to stand from either prone or crouch.
Stance Down	Unbound	Move down one stance position (from standing to crouching or from crouching to prone).

Command	Default Key	Description
Stance Up	Unbound	Move up one stance position (from crouching to standing or from prone to crouching).
Toggle Crouch	Unbound	Press once to move into crouch position. Press again to return to your previous stance.
Toggle Prone	Unbound	Press once to move into prone position. Press again to return to your previous stance.
Crouch	Unbound	Hold to crouch. When released, you return to your previous stance.
Prone	Unbound	Hold to lie prone. When released, you return to your previous stance.
Turn Left	Unbound	Rotate to the left while staying in one position.
Turn Right	Unbound	Rotate to the right while staying in one position.
Strafe	Unbound	Sidestep (control direction with mouse).

In addition to running forward, backward, left and right, you'll need to master the other movement skills described on the following pages.

Crouching and Going Prone

As soon as you enter your first battle, you'll find that a soldier who stands around often winds up dead. A shrewd player will make use of both the crouch and prone stance positions when in the thick of battle to keep cover, avoid enemy fire and move without exposing himself to danger. Keep in mind that while crouched or prone, you'll be harder to hit, but won't move as fast as when standing up. Additionally, when prone, you'll crawl on your belly at a very slow pace and won't be able to fire while moving.

IMPORTANT TIP: Always use available cover! Crouching or lying behind trees and brush can keep the enemy from spotting you. Getting behind bulletproof objects can save you from gunfire.

Leaning

The ability to lean around corners and obstacles is essential to your survival. Leaning minimizes your exposure in potentially dangerous situations and allows you to look into rooms, around corners and otherwise peek from behind cover to survey the situation, check for hidden enemies and even fire at them. You can still be seen and even shot while leaning, so exercise caution.

You activate the lean controls for as long as you hold down the key. Releasing either lean key returns you to a centered view position.

VIEW CONTROLS

The default view keys are as follows:

Command	Default Key	Description
Look Up	Unbound	Shifts your view up to see above you.
Look Down	Unbound	Shifts your view down to see below you.
Mouse Look	Unbound	Toggles between mouse-controlled view and keyboard-controlled view.
Center View	Unbound	Returns your view to front and center.
Free Look	Yes	Enable mouse-controlled "free" viewing—move your mouse to view 360°.
Invert Mouse	No	Invert the Y-axis of the mouse if you prefer.
Smooth Mouse	No	Makes mouse movement less jittery.
Mouse Sensitivity	Slider	Controls the responsiveness of the mouse.

By default, looking around in the game is controlled by the mouse. Moving your mouse from side to side rotates your view left or right. Moving your mouse forward (away from you) causes you to look up, while moving your mouse backward (toward you) causes you to look down.

WEAPON CONTROLS

The default weapon-related keys are as follows:

Command	Default Key	Description
Attack	Left Mouse Button	Fire weapon.
Toggle Aim Down the Sight	Right Mouse Button	Switch between "Aim Down the Sight" and "From the Hip" firing modes.
Aim Down the Sight	Unbound	Hold down to aim down the sight of your gun. Release to return to normal firing mode.
Melee Attack	Shift	Strike the enemy with the butt of your gun.
Reload Weapon	R	Reload weapon.
Change Rate of Fire	M	Switch between fully automatic and semi-automatic firing modes. (Note: Not all weapons have multiple firing modes)
Select First Weapon	1	Switch your active weapon to the first weapon slot.
Select Second Weapon	2	Switch your active weapon to the second weapon slot.
Select Pistol	3	Switch your active weapon to your pistol.
Select Grenade	4	Switch your active weapon to grenades.
Next Weapon	Mouse Wheel Down	Switch to the next weapon in your inventory.
Previous Weapon	Mouse Wheel Up	Switch to the previous weapon in your inventory.

Aiming Down the Sight (ADS)

With every gun, you can enable the "aim down the sight" function, bringing the weapon up from your hip to your face so you can look down the sight (or look into the scope, in the case of scoped rifles). Aiming down the sight gives you a slight zoom effect, enabling you to be more accurate. However, when aiming down the sight, you move slower than normal.

The default toggle key for Aim Down the Sight is the Right Mouse Button. You can also bind a key to "hold down" between ADS and normal modes.

Melee Attack

Sometimes the proximity of your enemies makes it difficult to aim your weapon and defend yourself properly. Fortunately, you have a melee attack (default: Shift) available that allows you to smack an enemy at close range with the butt end of your rifle or pistol.

Reloading Weapons

When your weapon's clip runs out of ammunition, you will automatically reload. Monitor your ammunition carefully! Reloading in the middle of a firefight takes time and leaves you unable to defend yourself. If you're running low on ammunition, pick up the extra ammunition from a fallen comrade's weapon of the same type. If all else fails, grab a weapon from a fallen enemy.

Swapping Weapons and Picking Up Items

When you see a weapon on the ground, you can swap it with one of your two main weapons (slot 1 or slot 2). To swap weapons, move your crosshair over the weapon and hold down the Use key. You'll automatically drop your current weapon and pick up the new weapon.

Picking up items is as simple as pointing your crosshair at the item and pressing the **Use** key, or, in the case of health and ammunition, walking over the item.

OTHER CONTROLS

Command	Default Key	Description
Show Objectives/ Score	Tab	Bring up a list of your mission objectives.
Use	F	Use, pick up, drop off and otherwise interact with items and devices.
Screenshot	F12	Use this function to take an in-game screenshot.
Quick Save	F5	Quickly save your game in the middle of a mission.
Quick Load	F9	Load your Quick Save game.
Enable Console	No	Set this to Yes if you would like to enable the in-game console (accessible by pressing the tilde ~ key). Please be advised that the Console is not supported. Please do not call Activision Customer Support with any questions regarding this feature.

Show Objectives/Score

Throughout your campaign, mission objectives will change. Press the **Show Objectives/Score** key (default: TAB) to show your mission objectives and give you a status on each one.

- Incomplete or in-progress mission objectives appear in green text.
- Failed mission objectives appear in red text.
- Completed mission objectives appear in black text.

Quick Save/Quick Load

As you progress through the campaigns, it's wise to save your progress. The Quick Save (default: F5) and Quick Load (default: F9) hotkeys allow you to avoid the save/load menus and stay in the action.

WEAPONS IN CALL OF DUTY™

United States

M1A1 Carbine

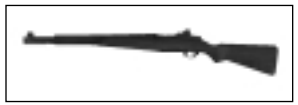
The M1A1 Carbine, a .30 caliber semi-automatic rifle with a folding stock, is commonly issued to paratroopers. Though it lacks the stopping power of larger rifles, it's lightweight, accurate and compact.

Range:	Medium
Rate of Fire:	Medium
Damage:	Moderate
Mobility:	Fast

M1 Garand

The M1 Garand is a powerful and accurate semi-automatic rifle. Its primary drawback is that it can't be conveniently reloaded in the middle of a clip.

Range:	Long
Rate of Fire:	Medium
Damage:	High
Mobility:	Fast



Thompson

The Thompson submachine gun is effective at close range and fires the powerful .45 ACP round. It's notoriously inaccurate at a distance but compensates with a high rate of fire.

Range:	Short
Rate of Fire:	Fast
Damage:	High
Mobility:	Fast

Browning Automatic Rifle

The Browning automatic rifle is a squad support weapon, used to lay down accurate suppression fire at enemy positions. It is most effective when used while prone.

Range:	Long
Rate of Fire:	Fast
Damage:	High
Mobility:	Slow

Springfield

The Springfield M1903, originally developed after the Spanish-American War, is a sniper rifle equipped with a 4x zoom scope. As a bolt-action scoped weapon, it has a slow rate of fire and reloads one round at a time.

Range:	Very Long
Rate of Fire:	Slow
Damage:	Very High
Mobility:	Medium

Colt .45

A standard issue pistol for American paratroopers, favored by British airborne forces as well. The 7-round magazine is small, but the stopping power of the large .45 caliber round makes the Colt useful in a pinch.

Range:	Short
Rate of Fire:	Medium
Damage:	Moderate
Mobility:	Very Fast

M2 Fragmentation Grenade

Fragmentation grenades are very effective anti-personnel devices. The highly explosive charges reduce their metal casing to flying fragments, causing considerable blast damage. Though they're ineffective against armored vehicles, they are extremely useful for clearing out entrenched infantry positions.

Range:	Medium
Rate of Fire:	Medium
Damage:	Very High
Mobility:	Very Fast

Russia

PPSh

The PPSh submachine gun holds 71 rounds of Soviet pistol ammo and has a very high rate of fire. It's ineffective at long range and fires a relatively weak round, but its rate of fire makes for effective suppression and close-range combat.

Range:	Short
Rate of Fire:	Very Fast
Damage:	Moderate
Mobility:	Fast

Mosin-Nagant

The Mosin-Nagant is a bolt-action rifle capable of very accurate and powerful long-range fire. However, its low rate of fire is a liability in close-range combat.

Range:	Long
Rate of Fire:	Slow
Damage:	Very High
Mobility:	Medium

Scoped Mosin-Nagant

Outfitted with a 4x zoom scope, the Scoped Mosin-Nagant is perfect for long-range sniper work.

Range:	Very Long
Rate of Fire:	Slow
Damage:	Very High
Mobility:	Medium

Luger

The Luger pistol carries 9mm ammunition and an 8-shot magazine. It's a highly prized trophy for Allied soldiers and can often be found as a sidearm in Russian or American hands.

Range:	Short
Rate of Fire:	Medium
Damage:	Moderate
Mobility:	Very Fast

RGD-33 Stick Grenade

Fragmentation grenades are very effective anti-personnel devices. The highly explosive charges reduce their metal casing to flying fragments, causing considerable blast damage. Though they're ineffective against armored vehicles, they are extremely useful for clearing out entrenched infantry positions.

Range:	Medium
Rate of Fire:	Medium
Damage:	Very High
Mobility:	Very Fast

United Kingdom

Lee-Enfield

First introduced in 1907 at the outbreak of the First World War, the Lee-Enfield rifle is the British Army's standard issue infantry weapon. A bolt-action rifle, it's powerful and effective at long range. It carries up to ten rounds, loaded by two 5-round stripper clips.

Range:	Long
Rate of Fire:	Slow
Damage:	Very High
Mobility:	Fast

Sten

The Sten Mark 2 is a 9mm submachine gun effective for clearing out rooms and trenches. Its compact frame and light weight provide excellent mobility.

Range:	Medium
Rate of Fire:	Fast
Damage:	Moderate
Mobility:	Very Fast

Bren LMG

The Bren is an excellent machine gun in the role of squad support. Its large size limits mobility, but allows it to deliver accurate automatic rounds when fired while prone.

Range:	Long
Rate of Fire:	Fast
Damage:	High
Mobility:	Slow

Colt .45

A standard issue pistol for American paratroopers, favored by British airborne forces as well. The 7-round magazine is small, but the stopping power of the large .45 caliber round make the Colt useful in a pinch.

Range:	Short
Rate of Fire:	Medium
Damage:	Moderate
Mobility:	Very Fast

MK1 Fragmentation Grenade

Fragmentation grenades are very effective anti-personnel devices. The highly explosive charges reduce their metal casing to flying fragments, causing considerable blast damage. Though they're ineffective against armored vehicles, they are extremely useful for clearing out entrenched infantry positions.

Range:	Medium
Rate of Fire:	Medium
Damage:	Very High
Mobility:	Very Fast

Germany

MP40

The MP40 submachine gun is an effective room-clearing weapon. It has a relatively minimal muzzle climb even when fired fully automatic in extended bursts.

Range:	Medium
Rate of Fire:	Fast
Damage:	Moderate
Mobility:	Fast

MP44

The MP44 is an assault rifle that fires a unique "short" rifle round. Up close, it can be used as a submachine gun, while at longer ranges it can operate as a rifle.

Range:	Long
Rate of Fire:	Fast
Damage:	High
Mobility:	Medium

Kar98k

The Kar98k is the standard issue German infantry rifle. It's accurate and deadly at long range, but suffers from a slow rate of fire due to its bolt-action mechanism.

Range:	Long
Rate of Fire:	Slow
Damage:	Very High
Mobility:	Medium

Scoped Kar98k

The Kar98k outfitted with a scope is a formidable sniper rifle.

Range:	Very Long
Rate of Fire:	Slow
Damage:	Very High
Mobility:	Medium

FG42

The FG42 is a great multi-purpose weapon. It's one of the deadliest fully automatic weapons available and the single-fire mode is effective at all ranges. A 4x zoom scope is standard issue.

Range:	Very Long
Rate of Fire:	Fast
Damage:	High
Mobility:	Medium

Luger

The Luger pistol carries 9mm ammunition and an 8-shot magazine. It's a highly prized trophy for Allied soldiers and can often be found as a sidearm in Russian or American hands.

Range:	Short
Rate of Fire:	Medium
Damage:	Moderate
Mobility:	Very Fast

Panzerfaust

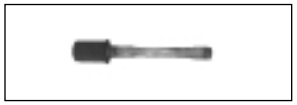
The Panzerfaust (German for "Armored Fist") is an anti-tank weapon, launching a small charge designed to penetrate an armored tank or vehicle. Due to the armor-piercing nature of the charge, it's not an effective anti-personnel device. Each Panzerfaust is only a single shot weapon, but one shot is often enough to reduce even the largest tanks to smoldering ruins within seconds.

Range:	Short
Rate of Fire:	One Shot
Damage:	Very High
Mobility:	Slow

Stielhandgranate

Fragmentation grenades are very effective anti-personnel devices. The highly explosive charges reduce their metal casing to flying fragments, causing considerable blast damage. Though they're ineffective against armored vehicles, they are extremely useful for clearing out entrenched infantry positions.

Range:	Medium
Rate of Fire:	Medium
Damage:	Very High
Mobility:	Very Fast



Stationary Weapons

In order to use a stationary weapon (such as an MG42 machine gun) move up to the weapon until you see the hand icon. Press the **Use** key (default: F) to mount the weapon and fire the weapon with the attack command. Press the **Use** key again to dismount from the weapon.

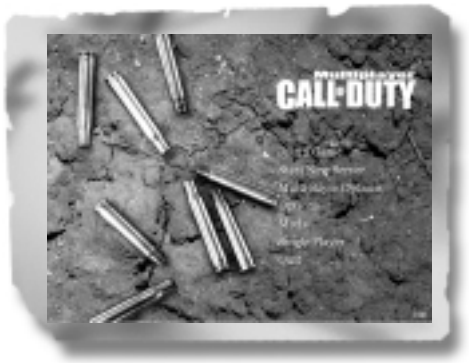
OTHER INFORMATION

Health Kits

Throughout your journey, you'll encounter three kinds of health kits – tins, boxes and bags, which replenish small, medium and large amounts of health, respectively. Press the **Use** key or walk over them to pick them up. Note that there are no additional health kits when playing the single player game on the Veteran difficulty setting.

MULTIPLAYER

To play online, select the Multiplayer option from the Single Player main menu or choosing the Join Game option from the Multiplayer main menu. You'll be presented with these choices:



- **Join a Game** – Go to the Multiplayer Server Browser screen to search for available Internet or LAN-based multiplayer games.
- **Start a New Server** – Use this option to set up and host your own multiplayer game.
- **Multiplayer Options** – This allows you to adjust settings specific to multiplayer, including data rate, chat hotkeys and player name.
- **Options** – This allows you to configure your controls and adjust audio/video quality and performance settings. Click on the subsections on the right side of the screen to see a new set of adjustable options on the left hand side of the screen then click on a setting to change it. A list of default controls, as well as an explanation of audio and video settings is below.
- **Mods** – This brings up the list of Mods (modified versions of Call of Duty™) that you have installed.
- **Single Player** – This launches single player Call of Duty™ where you can play campaign missions.
- **Quit** – Exit the game and return to the desktop.

Multiplayer Options

Command	Defaults To	Description
Vote Yes	F1	Vote yes on the vote currently in progress.
Vote No	F2	Vote no on the vote currently in progress.
Chat	T	Chat with the players in the game.
Team Chat	Y	Send a chat message to your team members only.
Quick Chat	V	Bring up the Quick Chat function, which enables you to quickly "shout" commands, warnings, etc.
Draw HUD	Yes	Toggles the health, compass and ammo indicators on the game screen On or Off.

Command	Defaults To	Description
Draw Crosshair	Yes	Toggles the crosshair on the game screen On or Off.
Connection Type	ISDN	Select the correct connection speed of your Internet connection.
Player Name	Unknown Soldier	Enter the name you want to use for multiplayer games.
Show Scores	TAB	Bring up the scoreboard and display teams.

Finding and Connecting to Multiplayer Servers

Connecting to Your ISP

For Internet play, connect to your Internet Service Provider (ISP) before starting multiplayer. If you have cable modem or DSL access, you may have a persistent connection and won't need to do anything special. See your Windows® and ISP manuals for information on how to connect to your ISP.

Setting Your Data Rate

It's extremely important that you set your **Connection Type** to match the speed of your Internet connection. There are 5 options for the **Connection Type** setting to send data at the optimal rate for your bandwidth. The options are 28.8Kbps modem, 33.6Kbps modem, 56Kbps modem, ISDN line (default) and one for LAN, cable modem or DSL connections.

An improper data rate could result in impaired performance (i.e. high "ping" times and "lag") in Internet and LAN-based multiplayer games, so be sure to set this value correctly.

Server Listing

After selecting **Join a Game**, you'll see the Server Listing screen. To see Internet servers, click on the **Source** button to change the source from Local to Internet (or from Internet to Local if you wish to play a LAN game). The server list shows the name of the server, the map the server is playing, the number of current and maximum players on the server, the gameplay type and your ping (connection delay) to that server. Ping indicates the time it takes for your computer to transmit to the server (the lower the ping, the better). Sort the servers in order of ping by clicking on the Ping column heading. You'll generally experience fewer gameplay slowdowns on a server with a lower ping than one with a higher ping.

Click **Refresh List** to update the list of available servers.

Connecting to a Specific Server

When you find a server that you like, double-click on its name to connect to it, or click once to highlight the name and then click **Join Server**.

Adding to Favorites

If you like a particular server, you may want to add it to your favorites list by clicking **Add To Favorites**. You can see your favorites list by clicking the **Source** button to change the source to Favorites.

IMPORTANT NOTE: Some servers may require a password to connect. A password may be entered by clicking the* Password *button on the bottom of the screen.

Creating a Server

If you want to use your computer as a server, click on **Start New Server** from the Multiplayer main menu. From here, you'll be able to select the map you want the server to run and other server options.

The **Server Settings** are as follows:

Game Type	Choose from Deathmatch, Team Deathmatch, Retrieval, Behind Enemy Lines and Search and Destroy.
Server Name	This is the name of the server as it appears in the Join Server browser.
Dedicated	*No* – Start a local server and a local client. *LAN* – Start a Local Area Network-dedicated server [no local client]. *Internet* – Start a server that can be seen on the Internet through the master server.
Pure	Enable this option to restrict players with modified game files from joining the server.
Maximum Players	Set the maximum number of players on the server at one time.
Minimum Ping	Set the minimum ping allowed per player. Setting this to 0 means no limit on ping time.
Maximum Ping	Set the maximum ping allowed per player. Setting this to 0 means no limit on ping time.
Maximum Rate	Set the maximum amount of bandwidth allowed per player. Setting this to 0 means no limit on bandwidth.

Password	Enter a password to restrict players from joining unless they know the password. Passwords are case sensitive.

Depending on the game type selected on the **Server Settings** screen, the **Game Type Settings** button brings up a different set of options.

Game Type Settings:

Score Limit (player points)	Set the number of kills needed to win.
Score Limit (team points)	Set the number of team points needed to win.
Time Limit (minutes)	Set the time limit for the map in minutes.
Round Limit (rounds)	Set the round limit for the map.
Round Length (minutes)	Set the time limit for each round in minutes.
Grace Period (seconds)	Set the amount of time allowed at the beginning of each round for players to switch teams and still be allowed to play for that round.
Carrier Indicator	Enable this option to add an icon over the head of the player carrying the objective.
Friendly Indicators	Enable this option to add an icon over the head of teammates.
Friendly Fire	Enable this option to allow teammates to hurt and even kill each other. There are 3 settings: On, Off or Reflect. (*Reflect* – When a player shoots a teammate, the damage that the teammate would have taken is reflected back onto the player that shot the teammate).

Force Respawning	Enable this option to force players to respawn after dying.
Allow Voting	Enable this option to allow players to use the in-game voting system to change server options such as map and game type.
Allow Sniper Rifles	Enable this option to allow players to select sniper rifles.
Allow Panzerfausts	Enable this option to allow players to pick up Panzerfausts.

Note: By playing online, you must leave the Activision-controlled environment in Call of Duty™. The game's content has been rated for Teen audiences, but the content of the game may change during online play due to, among other things, interactive exchanges. Activision and Infinity Ward take no responsibility for content external to the game itself.

Multiplayer Game Types

Behind Enemy Lines

A very small team of Allied soldiers is outnumbered and surrounded by Axis soldiers behind enemy lines. Allied players gain points by staying alive and by killing as many Axis players as possible. An Axis player who kills an Allied player respawns as an Allied player for a chance to score even more points.

Retrieval

In this timed, round-based, team-oriented mode, one team must locate and retrieve crucial documents from the enemy and return the documents to their safe zone (represented as a blue box on the compass). The defending team must hold the enemy off until the time runs out. The attacking team gains points for successfully retrieving the documents. The defending team gains points for keeping the documents safe for the duration of the round. Either team can win by simply eliminating all enemies on the map.

Search & Destroy

In this timed, round-based, team-oriented mode, a team must destroy one of several objectives on the map while the other team strives to defend the objectives. The attacking team wins points for successfully destroying objectives. The defending team wins points for keeping all objectives intact for the duration of the round. Either team can win by simply eliminating all enemies on the map.

Deathmatch

It's "every man for himself." Points are awarded for kills, and the first player to either reach the score limit (set by the server administrator) or have the most points when time runs out is the victor.

Team Deathmatch

Similar to deathmatch mode but with all players divided into two teams. Points are awarded for kills. The team with the most points at the end of the time limit wins but the first team to reach the score limit can claim early victory.

IMPORTANT TIPS

Nobody Makes It Alone – Success in Call of Duty™ relies on a well-coordinated and cooperative squad. Your squadmates help fight the enemy by providing cover fire and helping to eliminate threats. Above all, listen to your squad leader! Do exactly what he says and you'll stay alive.

Know When to Be the Hero – The soldier who runs into the thick of battle guns a-blazing often winds up dead. Although you'll often be called upon to make split-second decisions, a levelheaded and patient warrior is the one who returns home to his family. Remember that a deadly threat could be looming behind any corner, wall, window or rock. Stay alert, move deliberately and don't try anything stupid.

Use Cover – Every battle environment you encounter will have a range of available locations to keep out of sight and out of the path of whizzing bullets. Crouch and crawl behind solid cover as much as possible—you never know when new threats will spot you, and be confident that Gerry will not hesitate to shoot you down in your tracks.

Stay Mobile – Think you found a good spot for cover? That may change in a matter of seconds. Although pausing to regroup, assess threats, reload weapons or replenish health is always necessary, don't stay in one location for too long. You never know when the enemy may discover you and compromise what you thought was a safe location. If you hear artillery or mortar fire in the distance, by all means stay mobile. You may not survive if a stray shell lands near you.

Be Thorough – Clear buildings and combat areas with a meticulous and thorough search. Enemies may lie in silence, waiting for you or your squad to let your guard down.

Reloading – Always reload your weapon after a firefight. This enables you to be as prepared as possible for the next engagement you face. Another enemy could be just around the corner, and entering a conflict with low or no ammunition in your weapon could cost you your life.

Leaning – When progressing through combat areas, use the Lean commands to enable you to peer around walls, doors, windows or other obstacles. You'll be harder to see and harder to shoot should enemies be on the other side. You can also lean around obstacles to fire on the enemy, getting the jump on your targets and suppressing threats as quickly and safely as possible.

Stance – Be mindful of your stance at all times. Soldiers that walk tall on the battlefield often find themselves coming home in a box. Crouching and lying prone keeps your profile low, making you harder to see, and more importantly, harder to shoot.

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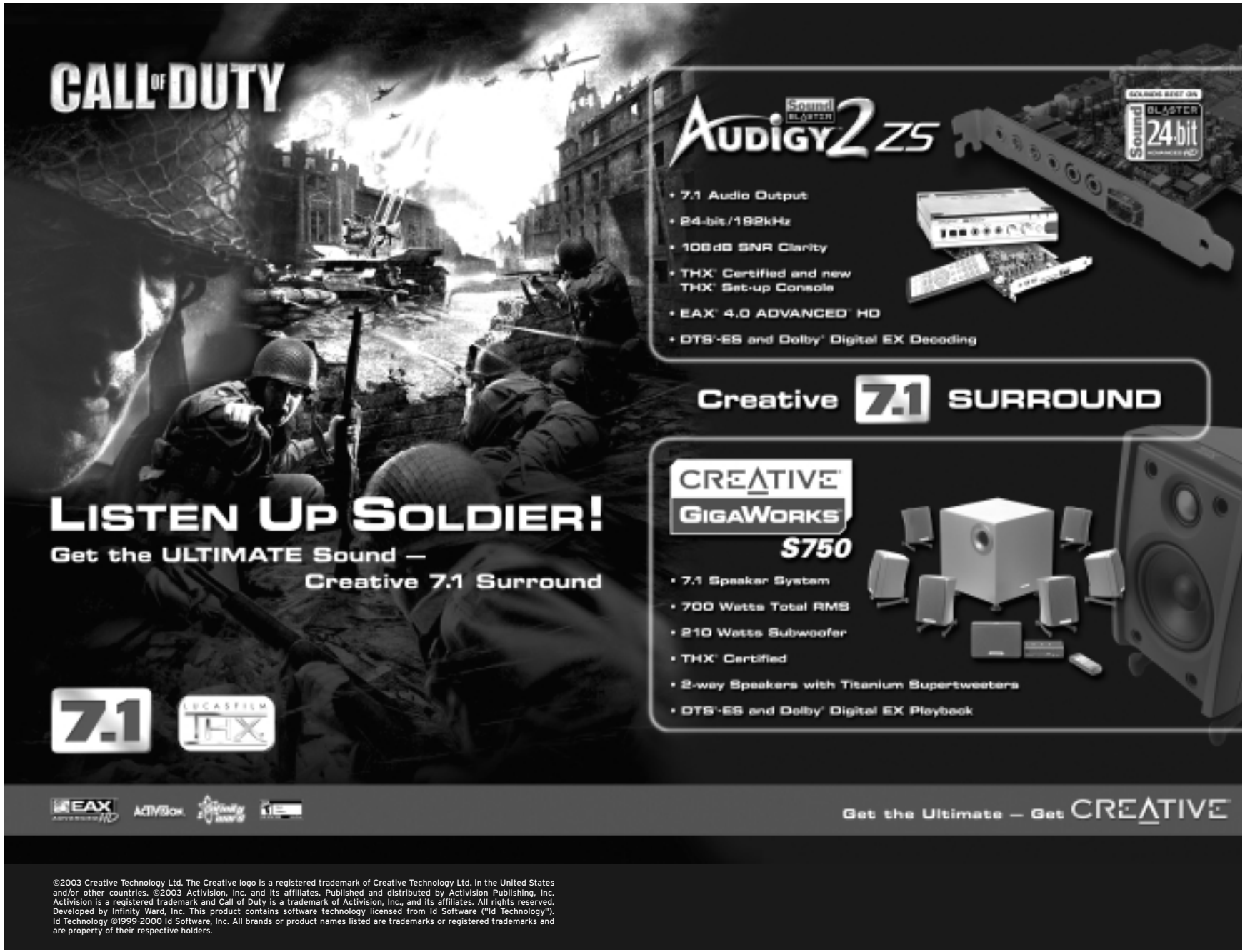
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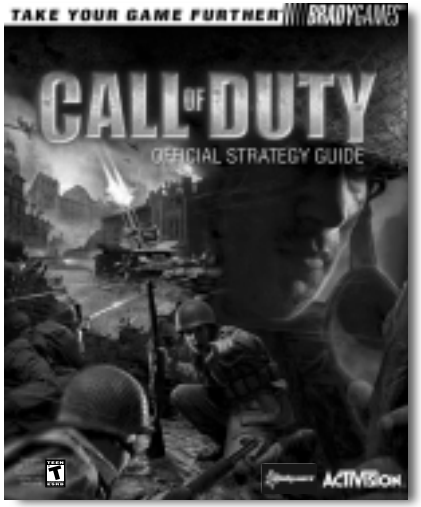

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